

NOTICE OFFICERS

Keeping PACE is the official publication of the Pittsburgh Atari Computer Enthusiasts. If you enjoy Keeping PACE and would like to receive it regularly you must do one of two things:

- 1) Become a dues paying member by filling out the form in back of this issue and by sending a check or money order to PACE at the address on the form in the amount of \$20.00 (per yr./family). Membership is open to individuals and families who are interested in using or programming Atari personal computers. Membership includes the subscription to this monthly newsletter, access to the club's disk library and to all club functions and discounts.
- 2) If you are an Atari User Group you will continue to receive Keeping PACE if we receive your newsletter on an exchange basis at the address on the form. Also we are interested in exchanging Disk Libraries of PUBLIC DOMAIN PROGRAMS.

NEWSLETTER ARTICLES:

Please submit all articles on disk to any of the PACE Officers. Articles may also be uploaded directly to the Editor (412)-941-4107 or the P.A.C.E. Bulletin Board (412) 963-1355.

PACE accepts articles for publication in a variety of formats. Articles may be submitted anytime but will probably not make that month's newsletter if submitted less than two weeks before the regular meeting date. Text files on single sided ST disk and uploads to the PACE BBS are the preferred means of submission.

Due to limitations placed on the use of the meeting room, any retailer wishing to sell products at a P.A.C.E. meeting must register with the President or Vice President one month prior to the meeting. Stipulation for such sales will be explained and will be adhered to. PACE reserves the right to limit space to retailers and others at all meetings.

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PRESIDENT'S REPORT by Lanny Shoup

Another month has gone by and PACE has been busy. The way time is flying my term will be done in no time. It seems like I was just writing this last week instead of a month ago. Well...on to business.

We received for our raffle table a joy stick and ten DOS 3.0 disks. We also received a 1030 modem that we offered as a special raffle. Our thanks go to George Gillotti who won this raffle at the June 8 meeting and gave the modem back to PACE to raffle at the July 8-bit meeting. He already owns a modem and had no need for a second, but bought tickets to support PACE. It's this kind of PACE spirit that makes this club fun and makes me proud to be president. Let's show that old PACE spirit and come out to our meeting, where we will again raffle off the 1030 modem. You never know, you might be the winner. Remember...you have to be there and play to win.

This month we plan to bring the bulletin board to the meeting to show its operation. Bring your modems if you have questions on how to operate them so we can help you.

Last month's meeting was very lively. You members are bringing to the meetings the kind of enthusiasm that we like to see. I received many good reports about these meetings. I hope this means we are providing you the type of meeting you want. Those of you who have not been coming out to the meetings should make an affort to attend.

Don't forget the membership drive. Now is the time for you to profit and help PACE at the same

time. Our treasurer has a report on our drive, and thanks go to those members who have brought new members in

The Chicago Atari Faire was cancelled due to the lack of money committed by vendors and the lack of support of at least one user group. These Faires are not the easiest to hold without unification of your group or groups.

ATARI NEWS FROM CES AND AFTER.

Atari showed their game machines heavily at the show. They were showing the new 65xe game machine (a 65xe in disguise) packaged with several games.

Neil Harris answered some questions that were on many people's minds.

The new XEP-80 (80 column for eight-bit) and the SX212 modem will be available in Tuly (we'll see)

July (we'll see).

The Mega ST 2 and ST 4 are on their way to Europe and are scheduled for North America also in July. The Atari PC is also due at the same time (they did have working models at the show).

The PC emulators for the ST, called PC-Ditto, should be released during the summer. A hardware emulator is still in the works.

The ST ROM chip will take a while to come out. They should give support to the blitter chip, fix some TOS problems, speed up character output and other unannounced advancements.

Atari announced a 2-for-1 stock split.

Commercials have been produced for the ST.

They are working on campaigns to support MIDI music and desktop publishing.

One of the things from Atari that I liked at the show was the XF551 drive that will replace the 1050. It's a double sided drive

that supports single, enhanced (1050) and true double density. It is styled to the XE line and is expected to be out around August.

The PACE Board is working on many things to help improve our meetings and improve PACE as a club.

Many members are on, or will be on summer vacation. I hope all of you members have a safe enjoyable summer. Until next month health and wealth to all.

Your Humble President,

Lanny



SECRETARY'S REPORT by Debbie Ayres

The June 8th meeting started at 7:07 by Lanny Shoup. Discussion began with a brief report on CES, and the Atari news. Among the new products discussed were the new Atari PC, a trackball replacement for the ST mouse, a new true DS/DD disk drive for the 8-bit computers using ADOS (available from Atari "in a month or so"), and a new game machine that is based on the 65XE/800XL. This new game machine will come bundled with a gun, keyboard, joystick, and flight simulator stick. The games will be cartridge based, but will not be compatable with existing XL/XE/400/800 cartridges. It is rumored that the new cartridges will be compatable with the 2600/5200 games.

The newsletter delivery was then discussed, and the consensus of opinion was that it was getting there on time.

A warning was given for White House Mail Order. Several members of the club have gotten very unsatisfactory service from this firm.

At 7:25 Dave Carey began with a mention of the raffle table, and the special raffle of a 1030 modem. Sandy Sikora then demonstrated the program BUZZWORD. This is a word scramble game. This is an excellent party game, and can be played either singly, or in teams, against the clock, or with unlimited time. It is from The Buzzword Game Co. of Colorado.

The BBS and 1030 Express! was discussed. John Babson passed a listing of all 8-bit and 16-bit programs that are availible on the PACE BBS. When we tryed to log on to the BBS using the Marriott's phone system however, we ran into some 'technical difficulties'. It was almost impossible to get through the switchboard of the hotel with an outside line, and use the modem to dial the board. Oh well, we will try again next month. Wayne Sigmund then did a Library disk demo, which included:

'Bootstuff' a boot menu

'Formatter' a program that will allow you to format a disk from basic without going back to DOS

'PIC ABC' a preschool learning program to develop letter recognition, and sound association of the letters of the alphabet

'Amphibian' a game.

Intermission was called at 8:19, and the meeting was resumed at 8:30.

The regular raffle was held, and the winner selected a high tech joystick. The special raffle for the 1030 modem was held and won by George Gillotti, who donated the modem back to the club to be raffled off again at the next meeting. A special thank-you to George!

Dave Carey then set up and ran an extraordinary demo. It was called Atari Oil well, and was imported

from England. It displayed the steps taken to drill, tap, pump, transport, separate, refine, and deliver oil. It was one program, and used the computer's memory rather than disk accessing to store the graphics. This is using Atari 8-bit graphics to the maximum!

After a short question and answer period, the meeting was adjourned at 9:25

Respectfully submitted;

Debbie Ayres

JULY 13 AGENDA

Planetarium: demo by Joe Mikenivich.

Mail Order Monster: a game demonstrated by Joe Mikenivich's son

Library Demo or Video

Break

Raffles: One for merchandise from the raffle table, and one for the 1030 modem!

BBS Demo 'live'!: Bring your modems and software again and we will guarantee no phone hassles this month!

Class: A beginning Basic Language class in a tutorial type format. Come and learn about programming your computer.

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BOARD CHECK By John Babson, Sysop

During the past month we have been making some revisions to the Bulletin Board (412-963-1355). We now have over 900 programs for the Atari 800/XL/XE computers on the BBS that take up nearly 7 Megabytes of storage on the hard disk. We have over 400 programs for the ST computers that take up about the same amount of storage space. No matter how much space we have on the Hard Disk we appear to be able to fill

it. Somewhere in thi newsletter you will find two listings of the filenames of all of the files/programs we have currently available on the BBS. They are grouped by Sig under a folder name. The folder names for the various Sigs on the BBS are as follows:

Atari 800/XL/XE

BBS Sig	Listing Folder	Description
2 4 5 6 7 8	UTIL8 TURBO GRAPH8 GAMES8 MUSIC8 TERM8	Gen. 800/XL/XE Turbo Basic Graphics Games Music Terminal/Modem Programs

Atari 520/1040 ST

BBS Sig	Listing Folder	Description	
3	UTIL16	Gen. 520/1040 S	T
10	GRAPH16	Graphics	
11	GAMES16	Games	
12	MUSIC16	Music	

13 GFA GFA Basic

If you look at the listings in this newsletter under the folder name you will find an alphabetical listing of the files on the BBS in that Sig. For example, if you look on the listing of programs for the ST computers under the Folder "GAMES16" you will see a listing of the filenames for the games on the BBS. All of these games are located on the BBS on Sig 11. When you are on the BBS and press "C" on the File Transfer Menu and you have already selected Sig 11 you will get the same listing. This sounds much more complicated than it really is but hopefully this list will give you an idea of what is on the BBS and some guidance on how to find it so you can download it.

The list of programs available on the BBS is constantly changing as more members upload programs to us. We would like to maintai on the BBS the better public domain programs for both kinds of Atari Computers. If you see some programs that we have on the BBS that

sither don't work properly or serve no useful purpose or otherwise are of little or no interest to our members whether they are novices or experts, let us know so we can remove them from the BBS to make room for the better programs.

There are a few new programs that are on the BBS that you should be aware of. Due to an oversight the Express terminal program for the 1030 and XM301 modems was not on the BBS. It is now on the BBS as EXPRESS1.030 (binary file). The Express terminal program for the modems that uses the 850 or similar interfaces is called EXPRESS.3. For the ST we have a new label making program written by one of our members that reads the directory from a disk and prints various sizes of labels. It works with most printers also. The listings of the programs on the BBS was made by using this program and printing on a)" by 11.5" label. We also have some new data packages for the Wheel of Fortune game (WF TITLE ARC) and an updated version of DCOPY.

Naturally, you can not always tell whether a program is worth downloading just from its name and the Sig it is under. There is another option on the File Transfer Menu that helps correct this. If you select "L" you will get a listing of the files on the BBS along with some statistics along with some statistics such as when it was uploaded, by whom and a brief description of the program. This listing is currently relatively incomplete and unfortunately very time consuming to keep up to date. We are working on it but progress is slow. Although it is incomplete it is still worthwhile to look at periodically since it is constantly being updated. You can help other members by leaving a good lescription of what the program does when you upload it and may also want to leave a message in the message section of the BBS when you find a program that

is particularly unique or useful. This is the best way of informing the members of new programs that are on the BBS.

As some of you may know, we took a little flak initially when we decided to increase the daily access time of members and reduce the access time of non-members. However, as a result of this change, our members appear to be having little problem getting on the BBS. We appear to be getting the same level of uploads to the BBS (we never get enough newsletter articles) but the number of messages left appears to have dropped off. It is not clear, however, that this reduction in the number of messages is necessarily undesirable. Next month I will try to walk you through some of the information files that are on the BBS. If you haven't tried the "I" command from the Main Menu you may be in for a surprise.

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MEMBERSHIP
DRIVE REPORT
by Joyce Thompson

We had three new members join in May along with four members renewed. At the June General and 8-bit Meeting we had, again, three new members join, plus five renewals. Of these six new members, three were sponsored by club members. PACE would like to thank John Rolin, Mark Spires and Wayne Sigmund for their help in bringing a new member each into the club. John, Mark and Wayne can pick up their PACE Money from me at any meeting. LET'S KEEP UP THE GOOD WORK!

Don't forget \$5 in PACE Money goes to any member for signing up a new member. If any member gets a friend to join, simply ask your friend to mention your name when joining and you will get credit. PACE Money can be used toward a member's membership renewal or raffle tickets or library disks.

So if your membership is ready to expire, go get a friend to join now and save yourself \$5 on your renewal cost.

HURRY!!! The Membership Drive is over September 30!!

{{{{ NOTICE }}}}

We announch with regret that the Board of Directors of P.A.C.E. has been notified by David Gierl that due to a change in working hours he will be unable to serve his term as a board member.

David stated in his message to the board, "I'll be the night operator where I work and will no longer be able to attend any meetings. I'm sure that P.A.C.E. needs active board members, and not ones that cannot contribute. Therefore, I am giving you this resignation. My tenure was short but I enjoyed it."

We, the Board of Directors, will miss Dave, and wish him well at his job. Best of luck, Dave.

The P.A.C.E. officers at the June 15 Board Meeting appointed Bill Covert to fill the remainder of David's term as 8-Bit At-Large.

SPECIAL
RAFFLE

ATARI 1030

MODEM

TO BE
RAFFLED

MONDAY, JULY 13, 1987

in addition to the
REGULAR RAFFLE!

Don't miss
your
chance!

CERTIFICATE MAKER for the ST by Springhourd Software \$44.95

Reviewed by John Hutchinson Reprinted from FLAGPOST May 1987

Certificate Maker is a clever program that enables you to create attractive, even humorous, personalized awards. Written in the same vein as Broderbund's Print Shop, Certificate Maker (CM) is extremely easy to use. CM comes on two single-sided disks with a well written manual in a sturdy plastic storage box. It provides more than 200 professionally designed, partially completed certificates. Most include very well done graphics, ranging from sports figures to imaginative, hilarious cartoon characters. Others are multi-purpose; they have no artwork and only a partial title like "Certificate of ..."

To make a certificate, all you have to do is pick out the one you want from the illustrated manual, choose a border (one of 24), select a font (one of 5), and fill in the blanks with the recipient's name and achievement. As a finishing touch you can add one of 36 seals and stickers that come with CM.

The certificates provided are in both horizontal and vertical formats and print out on a full 8 - 1/2 x 11" sheet of paper. An impressive array of printer drivers is already built into CM. The print quality is very impressive, especially with heavy weight paper and a fresh ribbon. Printing time is slow but

not unbearable.

One of the few drawbacks to this impressive program is its constant need for disk access. It seems to be quite slow in reading the graphics, borders and font files from the disk and in performing required calculations just prior to printing. Unfortunately, Springboard chose to partially copy protect the disks. While the certificate titles may be copied to a back up disk, you must always boot your computer with the original program disk. Also, CM always looks to drive A or B for its files, so more efficient use from a hard or RAM disk is not possible.

Unlike the original Print Shop, CM does not provide an on-screen catalog of available graphics (certificates). You must enter the number of the certificate graphic you want to use. Only then (after a lot of disk access) will it give you a graphic representation of your chosen certificate. Obviously then, you must have the manual handy when creating a certificate.

A companion program, Certificate Maker Library Volume 1, provides over 100 more certificates, 24 new borders, and 6 dozen stickers and seals for \$34.95.

All in all, Certificate Maker is a winner! Let's hope Springboard releases "Newsroom" for the ST also.

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FLIGHT SIMULATOR II
By Tom Marvin
Reprinted from
G.R.A.S.P. GAZETTE, MAY
1987

scenarios!!! - None of these are new, in fact, they're all on your FS-2 disk, but someone has figured a new twist. Yo can take off from different airports instead of typing in the coordinates. You are also placed in different situations under different conditions.

The file is called 'FSIM.ARC' and is on CompuServe. I don't remember which DL Section it's in, but I believe it's DL-Games. If you do a Directory or Browse you won't find it, but if you go to Download and type in the filename you'll get the file, and it's not a real long file at that. Also in FSIM.ARC is FSIM.DOC that explains how to make the 6 different disks, each with a F7 file on it.

There are 13 situations on Disk 1, one is Central Park (not an airport, sure, but a nice place to visit on a Sunday afternoon...). Now take off.

Disk 2 has 12 airports.

Disk 3 has 11 things, among them "Sammamish" -(Where? A mystery airport, not on the charts.)

Disk 4 has 12 situations, one is called "Nowhere" -(Where are you? Stay in level flight and just watch out the window first time you try this one. After a few minutes, things change abruptly. The simulator world becomes well, different!). Another one is "Alcatraz" - (Yes, the island, still very difficult to leave! Can you take off?). Then there's "Porterville" - (On the edge of the FS2 universe, you're approaching from 3000 feet. Can you land there or do you drift off the edge of the world?

Disk 5 has 11 weird ones, one is fly under the Washington Bridge, hands off the controls. "Space

Flide" - (No throttle allowed, from 10,000 feet). How about "Golden Gate" - (You're on the bridge ready to take off, can you do it before starting a traffic jam?), "Outer Limits"; "Space Needle" and other crazy ones.

Disk 6 has 13, including the Univ. of Illinois; "Deadstick" - (Land without power and it's a good night flight. Can you land on Mono Lake?); "Decisions" - (A deadstick approach over Seattle, but which airport to land at?); "McArthur" - (Long Island at night with clouds, fog and other spicey things.).

That's it, very well done and a lot of fun. I don't know why this file isn't in the directory unless I simply missed it. It has made my playing Flight Simulator II a real)oy...and on top of that, fun.

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MIGRAPH NEWS RELEASE June 10, 1987

MIGRAPH LAUNCHES NEW PRODUCT FOR ENGINEERING GRAPHICS DESIGN

Migraph's Professional Applications Division announces the introduction of M/CADD (TM), a professional engineering graphics design system for the Atari ST series of personal computers.

M/CADD is the first system to offer a complete integrated solution from 3D preliminary design through 2D detail drawings. Two independent packages, JIL-Comp and JIL-Mod, form the M/CADD system. M/CADD provides the user with the capability to do 3D wire frame modeling as well as 2D brafting. Migraph President Kevin Mitchell states, "M/CADD is really a breakthrough product for personal computers. It offers features that were

previously found only on minicomputers and workstations."

M/CADD's power stems from the fact that the two independent programs are linked together through an associative database. It is this database that allows the user to make changes in the 3D modeler and have them reflected in the 2D drafting section. Added to this is the fact that both packages are almost entirely user configurable, making it easy for a company to adapt them to its own design methodology.

"This system is part of Migraph's long range plan to offer a complete solution to a company's design and publishing needs", states Kevin Mitchell. "We currently offer an adjoining program to M/CADD titled Easy-Draw, that allows M/CADD drawings to be imported into a page layout environment where a person can use that information to produce company reports, documents, publications, etc."

Each package in the M/CADD system will be available separately. JIL-Comp, the 2D package, will be released this July and retail for \$299.95. JIL-Mod, the 3D package, will be available later this fall. M/CADD will run on Atari ST 1, 2, and 4 megabyte, monochrome systems.

For more information about Migraph and its products, please contact the company at (206) 838-4677.

P.A.C.E. BBS

963-1355

Message Board Downloads Announcements

BARGAINS!

for members only

LIBRARY DISKS:

8-Bit - \$2.00 16-Bit - \$4.00

BLANK DISKS:

5.25" - \$.50 each 3.50" - \$1.50 each

LABELS FOR 3.5" DISKS

200 for \$4.00 (purchased at meeting)

200 for \$5.00 (mailed)

XM301 BOMB! by Paul Alhart Reprinted from WAND, January. 1987 via FACCS, May 1987

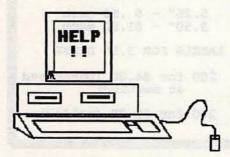
If you own an XM301 modem, you may own an electronic "time bomb". After a rash of hardware failures which included smoking a disk drive and two printer interfaces, I found the cause of my trouble to be my XM301. The modem works fine, but was killing off my system, piece by piece.

The reason has to do with the 13 wires coming from the Serial I/O plug, although only 9 wires are actually used by the modem. The other 4 wires have about an 1/8 inch bare wire showing and are just hanging around unterminated and waiting to touch something they shouldn't. I have checked other XM301 modems and this condition exists in them also.

Here is what to do IMMEDIATELY. With all the power off, remove the 2 screws from the bottom of the modem and lift off the plastic case. Inspect the wires where they enter the modem. You will find 4 of the wires are not connected to anything. If these 4 wires have any bare metal showing, cut it off. Be

careful to keep the cut off pieces from falling into the modem. Next, tape the wires individually so it cannot possible touch any other wires or parts in the modem. Put the modem back in its case, replace the screws, and you are done.





If you need help or have questions about equipment or programming or whatever...send a letter to the editor with your questions and we will do our best to find answers for you. We have many knowledgeable members in P.A.C.E.

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ATARI PRESS RELEASE Reprinted from B.A.S.E. Bloomington Atari Systems Enthusiasts May 30, 1987

ATARI ANNOUNCES AGGRESSIVE NEW MARKETING CAMPAIGN TO SUPPORT VIDEO GAMES AND PERSONAL COMPUTERS

Atari has stepped up marketing efforts for its personal computers and video game systems, according to Jerry Brown, Atari Vice President and General Manager for U.S. Operations.

"Atari intends to remain the leader in video game systems and to increase its share of the U.S. personal computer market," Brown said. To do that, Atari has quadrupled the advertising and promotion budget for its personal computer and video game product lines. As part of its new multi-million dollar marketing program, the company has developed seven new commercials, introduced new in-store

display units, and designed new packaging for its video game systems.

Atari has developed three new commercials for its video game systems — two for the new XE video game system and one for the 7800 video game system, said Mike Katz, Executive Vice President for Marketing and Entertainment Electronics.

The new commercials as well as existing commercials for the 2600 game system are scheduled to run on network television, spot television and nationally syndicated shows from September through December.

In addition, Atari will produce commercials to run on top-40 radio stations around the country from September through December, Katz added. During the same period, print advertisements for the XE and 7800 video game systems will also run in comic books. This is the first time that Atari has advertised in comic books, Katz noted.

Atari is also offering its video game dealers new in-store display units for demonstration of hardware and software. The new display units are either self-running or playable.

Atari has redesigned the packaging for its 7800 video game system and has created packaging for its new XE system. Its new packaging for the XE game system, which features full four-color graphics, has a "beauty" shot of the XE on the front panel, photos of the product in use on the sides, and visuals of screen shots on the back.

ATARI HAS ALSO SIGNIFICANTLY INCREASED ITS ADVERTISING BUDGET FOR THE ATARI ST LINE OF PERSONAL COMPUTERS, ACCORDING TO JERRY BROWN.

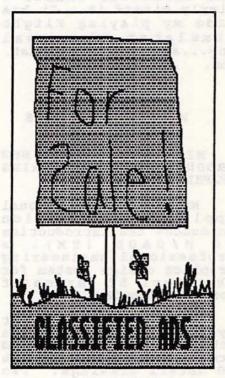
In its first television campaign for the popular ST line of personal computers, the company developed four commercials that are

scheduled to run on network television, spot television and nationally syndicated shows during the third and fourth quarters.

The commercials highlight Atari's motto of "power without the price" by comparing the power, speed, memory and price of the Atari 1040ST and 520ST with the comparable machines from IBM and Apple. The commercials were prepared by Messner, Vitare, Berger and Carey of New York City.

New print advertisements to support the television campaign for the ST line will run in consumer and computer magazines during the fourth quarter, Brown noted.

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WANTED!

Ads from our members.

Don't forget...our classified ads are free to members.

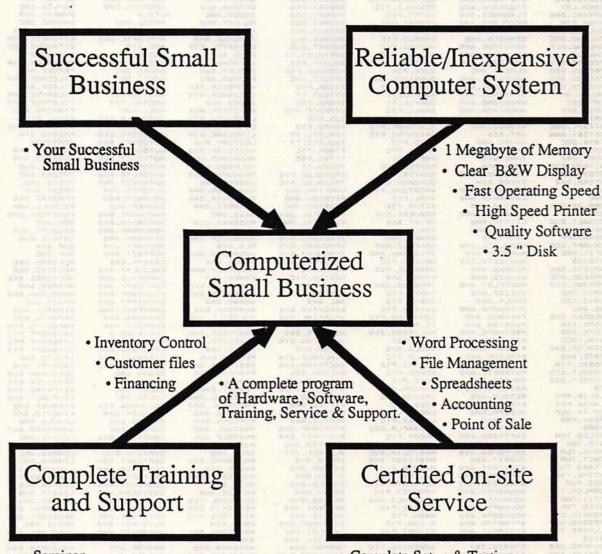
If you have anything to sell or if you are looking for something...place an ad in our newsletter.



MORGAN'S COMPUTER & EDUCATION CENTER

Southland Shopping Center Arcade Pittsburgh, PA 15236 (412) 653-6150

Morgan's Computer & Education Center announces a complete business computer system for under \$2000! Developed specifically for the successful small business. For more details or to reserve your seat in the next seminar call Bob Morgan at 653-6150.



- Seminar
 - Video Tape/Manual
 - Additional on site Training
 - Telephone Support
 - Electronic Bulletin Board

- Complete Setup & Testing
 - Carry in repair
 - Automatic Software upgrades
 - Preventative Maintenance
 - Qualified Technicians

BUPBOOT, SYS DESKTOP. INF VT32. ACC CTL_PNL2. ACC SBACKUP. HET SPOOLER.AXX SSEORIG.PRO DCOPY19.TOS PROTINS7.PRO SPOOLSSK.PRE STURT 70.PRE IYIZI.DAT RAMBIZE.ACC OTERNS ANDDONPF. BAS ANDD741. ARC ANDDEN71. BAS ARODEN71. BAS AMODN130. BAS ATDIAL15. BAS ATDIAL15. BIN AUTORUNI. 850 AUTORUN2. 850 PDE, SAE PREDUCT. DOC PREINIT. SAE PREMUVE. MEE PREDUCT. SAE BOSREN.L. ST BOSSTART. SAS BIRMED. BIN DISKLINK. BIN DISKLINK.DOC DISKLINK.HLP DLINKHLP.DOC EXPRESS 2.BIM EIPRESS2.DOC EXPRESS3.850 EIPRESS3.DOC MAMOLER.MPP HMDRY. DBJ KERMIT. BIN KERMIT. DOC KRMIT301. DOC METORY. DOC HPINPP. DAJ ORMITERM. EXE PROTERM. BAS PROTERM. BYS R. BIM R. BIM
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SRDRVNPP. DOC T42FIX.DOC TEM10303 TERM1030.BAS TERM1030.DOC TERM4080. BIN TERM42. BAS TERM42. DOC TONE . BAB TOMESCAM. DAS TECOPE. BIN TECOPE. DOC TEDIAL DOC TTDIALER BAS UPDATE BAS VT100XL BIM VTIOOKLT.BIN FOLDLIM, PRE BOLAPAK.PRX BPOOLER.DEF TIMEDA.PRO TURBOS
CIRCLES.TUR
MAGIG.TUR
PMMOVE.TUR
PUTGET.TUR
ROTBARS.TUR
RUMTINE.TUR
ENOM2.TUR
TCOMPLER.TXT
TEXTIL.TUR
TIDIER.TUR
TURBAGIC.COM TURBOR TURBAGIC.COM TURBOBAG.HLP WALLPAPR.TUR MUSICS ALBUMONE.BAS ALLEYCAT. AME ALLEYCAT. AME AMERICA. AMZ AMIIPLAY. AUT AME. BIN AMEPAUTO. BIN AMEPLAY. ARE AMEPLAY. DOC AMEPLAYZ. BIN AMEPLAYR. DOC AMEPLYXL. BAS

AMEXL. DOC APL.REN AUDIOCTL. BAS AIELF. AME BACHINY. AME BALLSOME. BIN BASYNTH. BAS PEATIT. AMB DEETHSTN. AME BLUES. DAS DRAND. AMS DRKNYSTR. AMS BUSTER. AMS CANTINA. ANS CHEERS. ANS CHOPSALL. ARE CHOPIN. ANS CHOPIN. AND CLASSAS. AND CONFNUMS. AND CONLSPKR. BAS CRAIY. ANZ CROADS. AND DAMCPEAT. BIN DMOZART. BIN ENTAIN. AND EVERYBRE. AND EYETIBER. AND FIBJEANS, AME FLENDNCE. AND FOOTLODS. AND FURELISE. AND STRLEFUN. ANS SIRLSFUN, ANS SLORIA, AMS SODFATHE, AMS SOTTHESE, AMS STIMEROL, AMS MACKSOMS, SAS MAWAIISO, AMS HIDNYOU, AM2 HISGCI.BAG
MOT.BIM
HOUSE.AMS
INVENT.AMS
JAME.BIM
JUMP.AMS
KIMGANDI.AM2
KIMKS.BIM
KIMKS.BIM
KMIGHTRD.AMS
LAVIRGIN.AMS
LETITB.AMS HISOCI. BAS LEYRQYBR.AMB LITFIR.AMB MAGNET.AMB MAGN.AMS MOUNLITE.AMB MUSICDIG.TIE MUSICDIG.TIE MEWRAG.AMB MIMEZS.AMB NORMPLAY. AND ODEJOY. AND OMOLY. AND OPENARME. AND PARAGON. AMS PASSION, SIN PESTHEME, AND PIANOKEY, BAS PIMEAP, AND PIMETOP, AND PIMETOP, AND PUTOMRIT, AND QNMRTS, AND RAIDERS, AND REDSLN. ANS RIVERSID. ANS RUDLPH. ANS RUDLPH. ANS RUSH. BIN SAFETY. ANS SAFETYDAN. ANS SAYSAY. ANS SOTFEPER. BAS SMAKIT. ANS SILMINIT. ANS SILMINIT. ANS SILMINIT. ANS SNOOFSIL.AMS SOUNDERT.BAS SOUNDEFT.BAS SOUNDFT.BAS SOUNDSPR. BAS SPINNING, AND STAIRWAY, AND STATREK, AND STERED. OBJ STRWRBAR. AMS SUPERMAN. AMS SYNORUM. BAS SYMORUM, BAS SYMMUSIC, BIN TABTUNE, BAS THATSALL, AMS TICOTI, AMS TIMAFTER, AMS TONE, BAS TROMTO, AMS TURKISH, AMS

HINTER. AMB
INASDBLA. AMB
YOUTHINK. AMB
PERAPHB
ANALOG. PIC
ANINATEZ. BAE
APOLLG. PIC
ANTISTZ. PIC
ATARI. PIC PICLOAD. BAS PICPRT. BIN PICPRT. DOC PICTURE. BAS PICUTE. BIN PICUTE. BIN PLOTIGO. SAE PLOTIDE BAS PLUSTLOD. SAS PNIOZO. SAS ATARI, PIC AUTGI, PIC BEAKER, PIC BEAKER2, PIC BINKLY, PIC BIRDFLY, BIN ROSOT. BIN RTOWNPIC. EXE RUNVIDED. SAS RUSN. PIC BOINK. OBJ BOINK2. BIN BOND. PIC RUSH.PIC SATURNS.PIC SCOODY.PIC SCREMEEN.BAS SCRPSO.BIN SCRPVD.BIN SDALLAS.PIC BOND.PIC BOUNCE.OBJ BRICK.BAS BUSTER.PIC CATMHAT.PIC CDISK.PIC CBISK.PIC
CHMSCDLR.TT
CQLSRS.DOC
CQLSRS.DOC
COLORSAC.SIN
COLORSAC.SIN
COLUMBIA.PIC
CGGRSLT.PIC
DAFFY.PIC
DESERT.PIC
DIMO.PIC SHUTLZ.PIG SLIDE.BAS SLIDEV.BIN SNOSRI.BAS ENDERZ. BAG ENDERZ. BAG BNDERZ. BAG ENDERZ. BAG ENDERZ. BAG ENDERZ. BAG ENDERZ. BAG ENDERZ. BAG ENDERZ. BAG DONALD.PIC DONKHE.PIC DRASMF.PIC DROGOM.PIC SNOTOUCH. TO SNOOPY.PIC SNOWNAM.PIC SPOCKI.PIC STAME.PIC STICKT.TT STOME.PIC STORMTP.PIC DRDOOM.PIC DUKE.PIC DUMPIOZO.BAE DUMPGOO.TT DUMPALL.TT DUMPIL.TY EAGLE.PIC EAGLEJ.PIC ELEPHANT.PIC SUB.EXE SWARS.PIC TABLET1.TT TABLET2.TT TIBER.PIC ELIPHANT.PIC ENTERPRI.PIC FACE.PIC FRANK.PIG FRED.PIC GARPEJ.PIC BARFIE.PIC BENGHOM.QBJ TITAN.PIC TITAN.PIC TOUCH.TT TRUEBLUZ.PIC TRUEBLUZ.PIC VAMPIRA.DBJ VIDEDGO.BAS VIDEDGO.DGC SEMBHON. GBJ SMOSTBUS. PIC SIRL. PIC SIRL. PIC SIRL. PIC SIRO. PIC SCHOOL SAS SRAPH. SAS SRAPHEZ. BAS STIADRAM. SAS GUIDEZ. PIC HOSERSZ. PIC HYPNO. BAS VIDEOFIL. BAS VIDEOFIL. DOC MALLPAPR. PIC IFADDAMS. DIS IFMOMKEY.DIG IFMOMRVR.DIG INASTREE.BIM YODA.PIC HYPNO. BAS IMAGESD. BAS INDYI. PIC IMOY2. PIC YOSEBE.PIC TISSY.PIC ABL. BAS ABL. BAS ADVENTIS. BAS ADVNTISL. BAS AIRHOCK. BIN ALLCARD. BAS AMDROTON, BIN ARENA. BAS JAYBRD.PIC JOHNYOKO.PIC JT.PIC KALIDECO.BIM KHAN.FIC KOALA.BAG KOALA.PIC KRACKZ.PIC KRUGE.PIC LIFE.PIC AVALANCE. BIN BACTRION. BAS BALGON. BAS BARRIER. BAS LIFE.PIC
LINCON.PIC
LNGJON.PIC
LOCK.PIC
LOCKUP.PIC
LOCKUP.PIC
LUCASFLN.OBJ
MADDY.PIC
MAGICLIN.BAE
MAGICLIN.BAE
MAGICLIN.BAE
MICHSE.PIC
MILPODE.PIC
MILPODE.PIC
MILPODE.PIC
MILPODE.PIC
MILPODE.PIC
MILPODE.PIC
MILPODE.PIC
MILPODE.PIC
MILPODE.PIC
MAGA.PIC BASEBALL. BAS BATS. BAS BATTLE. BAS BATTLSHP. BAS BEETLE. BAS BIFFDROP. BAS BIOCHART. BAS BLASTER. BAS BLKJACK. BAS BOFFO. BAS BOMBER. BAS BOTCH. BAS BOTCH. BAG BOILN. BAG BRIDGE. BAG BRIDGE. BAG BRIDGE. BAG BUGEYE. BAG BUGEYE. BAG BUNNYNOP. BAG CANELOT. OBJ MASA. PIC MIXOMZ.PIC MOID.PIC CEMKILL. BAS CENTUR. BAS CHAINREA. BAS CHESS. BAS MUDESIAL.PIC ODIE.PIC OINK.PIC OIMK.PIC OLYMPC.PIC OPUB.PIC PBANIBBL.EXE PBBLXHOL.EXE PBBLXHOL.EXE PBCARNIV.EXE PECTON.PIC PETE.PIC PIC1020.BIN CIRCUS. BAS CLIMBER. BAS CLIMBER. BAS CLOWNS. BIN COMBAT. BAS COMPUEST. BAS COUNT. BAS CRASH. BAS

CRICKETS. SAS CRETLCLR. SIN DARKHORS. SAS DEADSTIK. BAS DEATHINE. EXE DEFENCE. BAS DEFENDER. DIN DEMON. DIN DIVER. BAS DOBGIES. BAS DRAGOM, SAE DREGOM. SIN DIONE. SEJ ELECARD. SAE ESCAPE. SAS FARRAM. SAS FILLERUP. SIN FIREBUS. SIN FIREBUS. DIN FLIBHTI. DOC FLIPIT. BAS FOOTBALL. BAS FORTUME. BAS FUMMACH. BAS SAMBIT. BAS SAMBLER, BAS SAUNTLEY, BIN BLOOP, BAS BOTCHA. BAS BRUBS, DAS HALLEY, BAS HANDICAP, BAS HANGRAN. BAS HATBATTL.EXE HBUS. BAS HEIAPAWN. BAS MEIAPAWN. BAE MODKEY. BAE MOTPOKER. BAE MOTPOKER. BAE INDJONES. BIE JACKS. BAE KARIYKAT. DBJ LABRINTM. BIN LIBHTSAV. BAE LISMTSAV. BAS LIVEWIRE. BIN LOTTERY. BAS MAGICLAM. BAS MAKEWARP. GBJ MALPASS. BIN MAMEUVER. BAS MAMIAC. BAS MARATHOM. BAS MATACHBOX. BAS MAIE. BAS MAIE. BAS MAIE. BAS MAIE. BAS MAIEMAR. BIM METEOR. BAS MINERJCK. BAS MINERJCK. BAS MINERJCK. BAS MLI. BAS MNDBUSTR. BAS MONEY. BAS MONOPOLY. BAS NOMOPOLY.BAE MUNCH.BAG MYRAPEDE.BIN NITEMARE.BAG NORAD.BAG MUMBERS.BAG OILDRILL.BAG OLYMPIC.BIN OMNIVENT.BAG OUTERSPC.BAG OWARI.BAG PERILOUG.BAG PERILOUG.BAG PINSALL.BIN PLANET.BAG PINBALL.BIM PLANET.BAS POKERRAC.BAS POKERSOL.BAS POPCORN.BIM PROBOML.BAS PROBOML.BAS PROUDERS. SAG RACE. SAG RACE. SAG RACEMEC. SIN RACER. SAG RAFFERTY. SAG RATS. SIN RESCUEL. SAG RATOL. SAG SAFECRCK. SAG SAGELOTING. SAG SKI. SA PSQUARES. BAS SMOKEY. BAS SMAKEBIT. BAS SMERTLE. BAS SOLITAIR. BAS BOLITARE. SIN

STARISLE. SIM STARTREK. DAS STARVENT. DAS STOCKS. BAS SUPEREY. SAS SUPEREY. SAS SURFACE. OBJ TANKS. SAS TAXHAM. BAG THIEF. BAS TICTACID. BAS TITAM. BAG TITLE. BAS THY. BAS TRAPPED. BAS TREKDOC. BAS TREKDOC. BAS TRICKYTR. BIN TRIDENT. BAS TRIVIA. BAS TROM. BIN VALIANT. BAS MALLST. BAS MARRIOR. BAS YANTIEE. BAS LAGMROM. BAS IAGNROM. BAB OUTILB ANTED. BAS ANTED. SET APPLEKIL. BAS ARC. BIM ARC. COM ARC! 1. ARC ARC! 2. COM ARC! 22. COM ARCDOC. TIT ARCDOC.TXT ARCX.COM ASSENBLR.BAS AUTOCOPY.BAS AUTOCOPY.BAS AUTOCOPY.BIN AUTOCOPY.DOC AUTOMAKE. BAS AUTOMATE. BAS AUTORACE. BAS AUTOREM. BIN AUTORUM. DOC BANNER. BAS BARCHART. BAS BARGRAPH. BAS BENGMAK. BAS BINNENU. BAS BUTTEST. BAS CALDRY. BAS CALCULAT. BAS CARDFILE. BAS CARTCOPY. BAS CASSCOMP. BAS CFONTPRI. BAS CHARFONT . BAS CHARGES . BAS CHARGET . BAS CHECKBOO. K CHECKIT. OUT CIRCUITI. BAS CIRCUITZ. BAS CKSUM. BAS CLOCK. DOC COLEO.DOC COLEO.DBJ COLUMNEO.SIN COMILER.COM COMILER.COM
COMMBO.DOC
COMBIN.DOC
COMBIN.DOC
COMTITLE.BAS
CONVERT.BAS
COPYIJO.BIN
COPYCART.COM
CREATSCR.BAS
CREFOMT.BAS
CURRENCY.BAS
CURRENCY.BAS
CUSTECRN.BAS
OSTOD4.ATR
DETOD4.DOC
DAISYDOT.SCR
DAIABASE.BAS
DAIABASE.BAS DATPRF. BAR DATPRF. BIN DBL 208. DOC DBL 208. DOC DBL 5ECTR. BIN DBLBECTR.BIM DBLBET.DOC DECHEX.BAS DEFAULT.BAS DEMO.BAS DESIGNER.BAS DESIGNER.BAS

SPEEDRED. SAS SPEEDSKI. SIN SPYPLANE. SAS DEREET.BIN BIASHOSE.GBJ DIFCYT.BAS DIFCYT.DGC DIRECTOR. BIN DISKFIX.BIN DISKINDX.BAS BISKIMDX.BAE OISKIG.BIM DISKIG.PLS BISKEGAM.BAS BISKSCAM.BAS DNURALS.DGE DGE25.DGC DGE25P.DGC DGE25P.SCR DOSTOZ. BIN DOSMIZ. BOG DOSMIZ. BOG DFZDIF. BAS DROID. BIN DSKLABEL. BAS DSKNISER. BAS DEKTOOL . PTI DEKTOOL.FT1 DEKTOOL.FT2 DEKTONEF.DOC DUF2AF.DUP DUFL2D.BAS DVORAK.BAS DUGRAK. BAS EMHAMC. DOC EPSILON. BAS EXTBASIC. SIN EXTBASE. DOC FASTLOAS FASTSTCK. BAS FERGEE. BAS FILECOMP. DAT FILEEN. SAS FILEMAKE. SAS FILEMAKE. SAS FINGERS. BAS FIXXL. BIN FLYPAPER. BAS FHZEYN. BIN FORMATZ. BAS FORMATZ. BAS FREDE . ING FREDE . ING FREDE . ING FREDE . ING FRONTRY. BAS FECROLL. BAS FUNCTKEY. BAS BOS.SYS BOSDUP 2. SCR BOTHIC. CHR BUP. BIN BUP. DOC BUPDENG. BAS HEXZDEC. BAS HEXTODEC. BAS HISEAS. BAS HOMELDAN. BAS HTAID. DOC HTPATCH. 025 HTPATCH. DGC INFOBITS. BAS IMFGBITS BAG INTERCPT.PTI INTERCPT.PT3 ITALIG.CHM JACKPGT.BAG JOYCURBR.BAG KEYCLICK.EXE KEYFRIND.BAS KEYFUNCT. BAS KIDSKEY. BAS KINETIC. BAS LABELS. BAS LABMAKER. BAS LEARNI. ARC LEARNZ. ARC LEARM2.ARC
LEARM3.ARC
LEARM4.ARC
LIGHTDAT.BAS
LIGHTPEN.BAG
LIGHTER.BAG
LJKDIR.BAG
LOADIT.BAG
LUMARPAT.BAG
MACECOPY.BAG
MAGEC.OBJ
MAKKLOCK.BIM
MAKEMOTE.BAG MAKEMOTE . SAS MAKESETS . SAS MATTEDIT . SAS MENU. BAS MENU. BRC MENU. SRC MENU. SYS MENU. TAF MENUTODI. BAS MENUMODI. BAS MENUMODI. BAS MENUTAF. DOC MICRODOS. DDJ MINICOMP. BAS

MKBOOT.BIN MORTGAGE.BAS MSGPRNT.BAS NULTCOPY.BAS MULTCOP.BIN MOCLICK. COM MOTEDENG. BIN MOTEDOG. BIN MOTEDOC.BIN OBFIX.BAB PACEMENU.BAB PAYLDAN.BAB PHONEDRY.BAB PIAZIA.BAB POLYCOPY. BAS PRINTONP. BAS PRINTPORT. BAS PROOFRED. BAS PROGFRED. BAS PROGET. BAS PSFCONV. BAS PSFLABEL. BAS PSLABEL. BAS PSLABEL. DGC PURGE. BAS OKNEHU. BIN BUEENS . BAS RACE. EXE RAINGOW. DOS RAN. CON RANDISK. COM RDEKEOO.COM RECALL.BAS RECTAM.BAS REFLECT.BAS REFLEGT. BAS REMUMBER REPEAT. BAS RETRIMOUT. BAS RUMMENU. TAF SAFEL DAT SAFEL IST. BAS SAM. DOC SATURDAY. SAS SCOPY. SAS SCRIPTSO. SAS SCRIPTOR. SAS SCRIPTOR.DC SCRIPTVD.BIM SCROLL.BAS SCRPBO. DOC SCREAVE. BAS SCRUNCH. BIN SCRUNCH. DOC SCRUNCHZ. SIN SETAUTOZ. BAS SETCLOCK. BAS SETCLOCK. BAS BHRINK. OBJ SIECE. BAS SINE. BAS SINEPRNT. BAS SMAILDIS. BAS SPACE. CHR SPCRESCU. BAS SPEDCALC.PVI SPEEDGCP.DOC SPELL.BAG SPLITFIL.BAG SPSCRIPT.BIN STERN.DOC SUPERDIR.BAG SUPERDUP. SIN SUPERDUP. COM SUPERDUP. SAS SYN. DOC SYNCOPY. BIN SYNDIF. BIN SYNFDAT. DOC SYMPTAT.DOC SYMUTL.BIN TAPCOPYR.BAS TAXSS.SCF TAXSS.SYM TAXFORMS.SYM TAXFORMS.SYM TAXSYN.BIN TECHNIDR.EXE TENXFNT.BAS TENXFNT.DOC TIDIER.DOC TOPV33.BOC TRANSLAT.OR ULTFONT.BIN ULTFONT.DOC UNARCI.BIN UNICHECA. BAS UNICHECK. EXE UNICORN. BIN UNSCRNCH. BIN VIDED. BAS VIDEDTAP. BAS VIDEDTAP. DOC IDEPLY. DOC IFDIS. SYS ILPATCH. DOC IREFFAST. BAS IREFFAST. DOC

PACE BBS ST Files

	LISTER. BAS	MASTERMI.DIR	FRACTREE. PRE	MIDI_ARC.LST	FONTED. ARC	PRTSRC. ARC
	LISTER2. BAS	MAZEMAKR. TOS	HP2.ARC	PIANO.PRG	FONTLOAD. PRE	QFRMAT.PRG
	MAKENENU. BAS	NCOMMAND. ARC	JACPR1.ARC	SONGS. ARC	FONTHSTR. ARC	RAMDISKS.ARC
	MCL. ARC	MCONHAMB. DIR	JACPR2.ARC	SOUND. PRE	FONTS. ARC	RAMBSK.ACC
as profession	MCL.DIR	MCQUIZ.TOS	JACPR3.ARC	STSOUND.PRS	FORMAT.PRS	RAMLDAD. ARC
	MCL_210.TXT	MEBAROID. ARC	KOAL2DES.PRS	OUTIL16	FORTH. ARC	RAMSIZE. ACC
	MINITERM. BAS	MEGAROID.DIR	MACTOA.PRB	ACCLDAB. ARC	BENIOXSB. ACC	RASTAC.ACC
	MORSE102.BAS	MILLBORM. ARC	MAZEMAKR. TOS	ADDRES. ARC	BENDEN. PRB	RB1040.ACC
46FA	HYTINE.ARC	MILLBORN.DIR	MEDCOM.PRB	ARC.TTP	GENIELST. ARC	RDCY2.ARC
ALERTOMO. BAS	MYTIME. DIR	MOMOPOLY. ARC	MEDVO9.PRB	ARC1.ARC	BETPAL.PRS	RMD158.ACC
ARCSHELL BAS	MEDLOAD. BAS	MONOPOLY.DIR	PICDEX.TOS	ARCEN. ARC	OF ATERN. ARC	RND208.ACC
BASCONVT. BAS	MUNCHVRT. BAS	MYLIFE.PR8	PICSW.DOC	ASM68K.ARC	HARDAU. ARC	RHD349.ACC
CLICK. BAS	PATCH. BAS	PACHAM. ARC	PICSW.PR8	AUTODATE. ARC	HARDED. ARC	RMD648.ACC
CHANSHP. ARC	PIC_CLIP.ARC	PACNAN.DIR	PICSW7.ARC	BICALC. ACC	HDBOOT. ARC	RMD709.ACC
CHANSHP.DIR	PIC CLIP.DIR	POOL.PRS	PICSMICH.PRB	BICALC2.ACC	HDX. ARC	RRIER
DIALOG. ARC	PROTECT. ARC	POPCORN. PRE	PIEMOV.PRG	BLAST. ARC	HELPER.PRS	SCHSAVR. ARC
DIALOS.DIR	PROTECT. DIR	PUZZLE.ACC	PP_FONTS.ARC	BTTODESA.PRS	HEX.PRB	SCRNCH.PRS
DUMBBS. ARC	QUIKSORT.ARC	PUZZLE.ARC	PRT24P.ARC	BULKERAS. TOS	HI25.PRS	SECED. ARC
DUMBBS. DIR	QUIKSORT.DIR	PUZZLE.DIR	PRT8510. ARC	CALC.ACC	H150.PR6	SETTIM.PRB
ESC_CODE.DOC	RANDOMIO. ARC	RIPCORD. DAT	PRT9PIN. ARC	CALC.PRG	ICOMANE.PRE	SHUTDOWN. ARC
FIMPAK.ARC	RANDOMIO.DIR	RIPCORD.PR6	RORAM.PRS	CLOCK. ACC	IMPORT2.ARC	SIEVE. ARC
FIMPAK.BIR	REIMASTR. BAS	SHUTTLE. ARC	REDEMO.PRE	COLRCODE. ARC	INITDISK.ARC	SIXMS.PR6
FORMAT. ARC	RUNIT. BAS	SHUTTLE.DIR	SHOP IC2. PRG	CONTENTS. PRB	INTRAMOK.ARC	SNAPSHOT. ACC
FORMAT.DIR	SAMP GFA. BAS	SLOTS. ARC	SLIDEN.PRG	COMVRT.PR6	KERMIT. ARC	SOLATERM. ARC
FORMATTR. BAS	SCAN. ARC	SLOTS. DIR	SLIDENED. PRE	COPOK2.PR8	KERNEL. TOS	SPOOL. ACC
FUNDIAL.ARC	SCAM. BIR	SOLITAIR. ARC	SPHERE.PRG	COPY.PRG	LABELMKR. ARC	SPOOL 33K . PRG
FUNDIAL.DIR	SEARCHER. ARC	SOLITAIR.DIR	SUPERBOX.PRG	CPP.ARC	LBL.ARC	STBOO. ARC
GFABASRO.PRG	SEARCHER.DIR	SPACENAR. ARC	SURFACE, PRB	CZPHONIX. ARC	LET99.ARC	STEBIT.ARC
GFABINGO. BAS	SEQUENT. SFA	SPACEWAR.DIR	TMYVIEW2.ARC	DATABASE.ARC	LOADRAM. ARC	STERM. TOS
BFACCALL.ARC	SLIDER. ARC	SPROUTS.ARC	USER.PR6	DBL BOOT . PRB	MASSS. ARC	STRART.PRE
SFACCALL.DIR	SLIDER.DIR	SPROUTS.DIR	+MUSIC16	DCDPY18.PRS	MAKIMB.ARC	STSQ. ARC
GFADEMO1.ARC	SWIFCALU. BAS	STATES.ARC	AMS_08.ARC	DCOPY19.ARC	MAKES12K.TOS	STW1 70. ARC
GFADEMO1.DIR	TIDBITS. DOC	STATES. DIR	BEATLEEZ. SNG	DCDPY19.TOS	MCQUIZ. TOS	BT_CPM.ARC
SFADHV12.ARC	VECDENO9. ARC	STONEAGE. ARC	BEATLES. ARC	DCOPY191.ARC	MEDRIZ.PRS	TAX85.DOC
SFADMV12.DIR	VECDEMO9.DIR	STOREAGE.DIR	CONTENTS. TXT	DCDPY191.TXT	MENTEST. ARC	TAX85. MAT
GFAERRAT.TIT	WINDOWS. ARC	TARGET.PR6	CRID_IEI.ARC	DBIR.PRS	MICKEY.PRG	TEXTACC. ARC
BFALIST. ARC	WINDOWS. DIR	TORP.ARC	CRID_ZEI.ARC	DDP.ARC	MIKE4.ACC	TIMEDAY. PRE
GFALIST.DIR	+6AMES16	TORP.DIR	CRID_3.ARC	BESCOL.PRS	MODEN_87.PRS	TPRINT.TTP
BFALDANS. BAS	ADVENTRE. ARC	TREK.ARC	CRID_4.ARC	DELPHI.ARC	MONST. ARC	TTOOL. ACC
SFAMIDI.BAS	ADVENTRE.DIR	TREK. BIR	CRID_6.ARC	DEMGON.PRG	MOUNT. PRS	TTOOL.DOC
SFATERN. BAS	BATTLESH. ARC	TVISION. ARC	CRID_7.ARC	DISKDIAG. ARC	MOUSE.PRB	UNITERN. ARC
GFATIPO2.ARC	BATTLESH. DIR	TVISION.DIR	CRID_8.ARC	DISKLBL. ARC	MUSHROOM. TOS	UNSQUEEZ.TTP
SFATIPO2.DOC	BEEJUICE. PRB	TWPSAM.PRB	CRID_9.ARC	DISKHAM. ACC	MENSIN. PRB	VDISAMP.PRG
GFATIPO3.ARC	BREAKOUT.ACC	WHEELF19.ARC	CRID_10.ARC	DOESITAL.ARC	MOVERI . PRG	VERIFY.ARC
GFATIPO3.DOC	BRIDGEIT. ARC	WHEELF19.DIR	CRID_11.ARC	DRFLOPPY.ARC	OSSFRMAT.ARC	VOLUME. ARC
GFA_CUBE.BAS	BRIDGIT.DIR	YAHTZEE.ARC	CZAMDROD. ARC	DUMP. ARC	PETERMS.ARC	VT100.ARC
SFA_FX.ARC	CELEST.PR6	YAHTZEE.DIR	CZPATCH. ARC	DVORAK.ARC	PSMLIST.ARC	VT52.ACC
SFA_FX.BIR	CHESS. ARC	ZARATH.PRG	DLXPIANO.ARC	EASYPA. ARC	PIBTS1.ARC	WATCH. ACC
SFA_FX.DOC	CHESS. DIR	+GRAPH16	HOOKED. ARC	ETERNAL. ARC	PH2TS.ARC	WIMDODEN.ARC
BFA_MICE.BAS	CRIBBAGE.ARC	BLAST.PR6	MANDEL . ARC	EZSQUEEZ.PR8	PHGRLB. ARC	ILISP17.ARC
JOYSTCK2. BAS	CRIBBAGE.DIR	BOIMK.PRG	MASH. ARC	FDI.ARC	PRINTDIR.ARC	INODEM.PRG
JOYSTICK. BAS	FOOTBALL. ARC	DEGINEO.TTP	MIAMVI.BAS	FIX40LIN. ARC	PRINTSPL. TOS	YARB.ARC
LABELS. BAS	FOOTBALL.DIR	DOODLE.ARC	MIDI.ARC	FIXPML. ACC	PRIV.ARC	
LABELS.PRG	JOUST. ARC	EDIT_SPR.PRG	MIDIDEMO.ARC	FLSPAT2.PRS	PROTIM87.PRS	
LAZYLBLR.ARC	JOUST.DIR	FRACSD.PRB	MIDISED. ARC	FHTCOPY.PRS	PROMRTR. ARC	
LAZYLBLR.DIR	MASTERNI . ARC	FRACTAL.PRS	MIDI_4TH.ARC	FINTCHV.ARC	PRTIMST.PRG	

CES REPORT

by John Satriano

I went to the CES show to check out two different products, specifically a laser printer, and MIDI software for the ST. I did expect to see the highly touted desk top publishing capabilities of the new Mega machines and get a first hand close up look at the new Atari Laser Printer. On this front I was very disappointed, as not one laser printer was in sight at the whole show. Seems that Comdex had the upper hand for the desk top publishing crowd.

The second item of interest, MIDI software for the ST was in good supply at the show. Happily, I can report that Atari is moving into a position of power, with more and more musicians looking at the ST for their studios instead of the Macintosh, for serious MIDI applications.

Sonus Corp. of Canoga Park, Ca. has developed three new programs for the ST. MASTERPIECE, SUPERSCORE, and ST SONIC EDITOR. While at the Sonus booth I spent most of the time looking over the Masterpiece sequencer program. Comments on Superscore and ST Sonic Editor come from product literature distributed by Sonus.

MASTERPIECE, the new GEM based professional sequencer program, provides an optional MIDI port enabling the musician control of 32 possible MIDI channels. MASTERPIECE is a full featured sequencer designed to take MIDI to new heights.

Some of the many functions include: • Count off • Loop flag • Clock

Select • Sequence and Track Display • Metronome • Meter Selection • Tempo Selection • Record Tempo Changes • Drum channel Selections • Input filter Selects First Timing Byte Select • Track and Sequence Names • Setting Counter Values • MIDI Data Indicators • Play Thru / Multiple Channel Capability

• Track Bounce / Unbounce ·Sequence Bounce · Playback Step/Real Time . Recording Step/Real Time . Seam Manager . Muting/Unmuting (programmable) . Velocity +/-· Auto Punch Live Punch · Song Mode . Real Time Velocity Scaling . Cue Points . Event Editing . Edit Filtering . Quantization . Transpose Song Randomization . Live Controller and Pitch Wheel Conversion . Assignable Keyboard Splits . Controller Editing . Shift Track Right / Left . De-flam . MIDI Song Pointer /SMPTE and the list goes on ...

SUPER SCORE, takes full advantage of the extra memory of the ST computer allowing fast and accurate access to your MIDI data. The graphic editing features give composers, arrangers the flexibility to print music the way they want. Super Score is a stand alone program with a built in sequencer with editing capabilities or used as a scoring option for MASTERPIECE files. Allowing from 1 to 32 polyphonic staves with built-in layouts for solo, Duet Trio quartet, piano, organ, lead sheet, and choir.

Features include: • All signatures displayed in the circle of fifths • All meter signatures 1/2 to 64/64 • Treble / base tenor/viola and percussion clefs • Brackets and braces • complete musical symbols • auto and manual page layout • measure numbering •

note values from whole note to 64th notes.

ST SONIC BPITOR Sonus final entry, allows visual editing for the ST. Ensoniq Mirage and Multi Sampler instruments. Operations are performed with the mouse, with easy to use menus and icons.

Sonus is here, and ready to take the professional musician and his Atari ST to the brink of MIDI technology. Along with state of the art software comes a price to match, these programs are designed for the professional musician and not the single instrument owner.

MIDISOFT STUDIO, from PASSPORT DESIGNS INC. Half Moon Bay, CA. MIDISOFT Studio, is a low cost, full featured MIDI sequencer for the ST computer. It forms the heart of a home recording studio for making demos, composing new songs or just playing around.

Features include: . 3: independently controlled polyphonic tracks . Record . Playback . over dub . rewind · auto rewind · fast forward · step play · 80,000 note capacity on the 1040 ST . mouse controlled thru menus and graphics . move transport through songs using the mouse · record or play from any point in a song . supports MIDI Thru · record in real time or step time . Track Editing lets you combine, move, copy, and erase tracks . Regional Editing allows you to insert, delete, erase, transpose, paste, and correct time. . Select time signature, tempo, and metronome click rates . Selectable aftertouch filter reduces data rate during recording . supports all 16 MIDI channels and non system MIDI events. . Syncs to MIDI or internal clock Syncs to and from MIDI song pointer...

Once you have recorded some material MIDISOFT Studio provides menus for editing, fine tuning building songs to disk Editing features allow you to shape your ideas into songs.

This full featured sequencer is priced at \$99.00 retail. Supports one or more MIDI synthesizers, a MIDI drum machine, and MIDI effects generators.

Hybrid Arts, Inc. of Los Angles , CA. <u>EZ-Tracks</u> sequencer program was sharing a booth with The ROBOT, an animated keyboard player, marketed by Micro-W Distributing and Q-R-S the piano roll people. Located near Buffalo N.Y. Q-R-S is currently converting player piano roll music to Atari ST disk in MIDI format. Atari ST packages are available and include a MIDI interface and a six song sample disk. Q-R-S Catalogs are available from Micro-W.

EZ-Tracks is in its fifth revision and from the brief time that I spent at the booth it looks good, word has it rev. 5 will be available around the end of June for the standard Hybrid Arts \$15.00 update fee. Revision 5 featured extended track editing that and looked very easy to work with.

Casio put on a Demo of their complete product line, featuring live performances. New items include a line of MIDI Guitars and a new top of the line sampling keyboard.

That about wraps up my segment of the Chicago CBS 87 report I did enjoy the MIDI products that were present at the show. One comment directed at Atari though, I can't wait to see the new 32 bit computers and the games that can be played on them. With the marketing strategy of Atari they will be selling the IBM clone as an multi-resulution game machine also. My point is that I expected the ST's to be running at least some business oriented software, when the closest thing I saw was a 130 XE running Silent Butler.

Sonus Corporation 21430 Strathern Street Suite H Canoga Park, Ca. 91304 (818) 702-0992 Passport Designs Inc. 625 Miramontes Street Half Moon Bay, Ca. 94019 (415) 726-0280

Micro-W Distributing Inc. 1342 B Route 23 Butler, N.J. 07405 (201) 838-9027

Hybrid Arts Inc. 11920 W. Olympic Blvd. LA., Ca. 90064 BBS (213) 826-4288 Main Office (213) 826-3777

Casio Inc. Prof. Musical Prod. Division 15 Gardner Road Fairfield, N.J. 07006 (201) 882-1493

<<<<<>>>>>>

IT WAS EXPOUNDED

MANY MOONS AGO

THAT A SINGLE

GRAPHIC REPRESENTATION

IS THE EQUIVALENT OF 10^3 SOUNDS WITH MEANING.



SUN	MON	TUE	WED	THU	FRI	SAT
			1	2	3	4
5	6	7	8	9	10	11
12	13 REG.& 8-BIT MTG.	14	15	16	17	18
19	BOARD MTG.	21	22 NEWS DEAD- LINE	23	24	25
26	27 ST SIG MTG.	28	29	30	31	1



SUN	MON	TUE	WED	THU	FRI	SAT
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2	3	4	5	6	7	8
9	10 REG.& 8-BIT MTG.	11	12	13	14	15
16	17 BOARD MTG.	18	19 NEWS DEAD- LINE	20	21	22
23	24 ST SIG MTG.	25	26	27	28	29
30	31			,05	n saver	THE REAL PROPERTY.

8-BIT LIBRARY DISK LIST

(continued from our March 1987 KEEPING P.A.C.E.)

Compiled by our intrepid Librarian, Wayne Sigmund.

SEPT. 86

044AUTORUN SYS,002,
044PACEMENUBAS,030,
044FILEMSTRBAS,093,U FILE INDEXER
044SPYMUSICBAS,018,D MUSIC DEMO
044REFLECTNBAS,068,E GRAPHICS
044FLPYFILRBAS,030,U DISK INDEXER
044RACER BAS,046,6 RACE GAME
044PACEPCTR ,026,
044PICMAKE BIN,067,U PIC MAKER
044RACENSPCBIN,033,6 2 PLAYER RACE
044TROLLWARBIN,023,6 KILL THE TROLLS
044BLAST BIN,033,6 BLAST ALEINS
044SCRUNCH2EXE,116,U SHRINK PROG.
044DRUMSNTHBAS,013,E COMP. DRUM SET

OCT. 86

045AUTORUN SYS,002, 045PACEMENUBAS, 030, 045ELECTYPEBAS, 134,6 COMP. TYPEWRITER 045ELECTYPEDOC, 014, F DOC FOR TYPE 045FNTDSPLYBAS,011,U DIS. FONT 04560THIC CHR,009,U 045ITALIC CHR,009,U 045SPACE CHR.009.U 045HPPYHLWNBAS,004,D DEMO 045WELCOME ,003, 045SOFTKEYSBAS, 032, 045MULTCOPYBAS, 054, U MULTI COPY 045ATARI400BAS, 046, D GRAPHICS 045AUTONMBRBAS,014,U AUTO NO. LINES 045CURSOR BAS,007,U MAKE CURSOR 045FASTKEY BAS, 005, U MULTI LETTERS 045JOYCRSR BAS,009,U JOY STICK CURSOR 045KEYREPT BAS,003,U GOTO MENU 045MAKEAUTOBAS,017,U AUTOBOOT 045TRKYNSTWBAS,010,D MUSIC 045CLRALNATBIN, 067, P COLOR ALIGN. 045LAMCHINEBIN, 062, GRAPHICS 045LAMCHINEDOC, 020, F DOC FOR LAMACH.

NOV. 86

46AUTORUN SYS,002, 46PACEMENUBAS,030, 46DEATHZNEEXE,059,8 BUCK RODGERS CLONE 46DATABASEEXE,065,U DATABASE PROG.
46RUSHDGTZBIN,137,D DIG RUSH SONG
46LABELS BAS,099,P LABEL MAKER
46COLUMNBOBIN,012,U 80 COL. DISPLAY
46AMSPLYERBIN,039,U AMS PLAYER
46SHELLI AMS,037,M MUSIC FOR AMS
46LAZRTYPEBIN,039,E TYPING TEACHER
46ROLLEM BIN,081,S
46ROLLEM MAZ,009,F
46MELCOME TXT,005,
46ERIK ADB,001,

DEC. 36

047AUTORUN SYS,002,
047PACEMENUBAS,031,
047MIIMASTRBAS,033,E
047CARTCOPYEXE,040,U COPY CART.
047MOVIE DAT,009,U MOVIE MAKER
047SYNLABELEXE,171,ULABEL MAKER
047PRTSHPTREXE,089,U PRINT ICONS
047TED BIN,036,
047COPYMATEEXE,014,U
047TECHPOP BIN,066,D MUSIC DEMO
047CSMCBLOBBIN,053,G DESTROY BLOB
047TED DOC,036,F DOC FOR TED
047RADMENU EXE,030,U MENU MAKER
047MENU3 EXE,005,U MENU MAKER

JAN. 87

048RAMDISK COM,009,U
048TBASIC COM,145,L TURBO
048A ,149,U
048MAGIC TUR,125,U
048MAGIC OBJ,008,U
048COMPILERCOM,080,U BASIC
048RUNTIME COM,088,U
048AUTORUN SYS,002,U
048AUTO ,004,U

MARCH 37

049COUNTER BAS, 006. 049POET DAT.001.F 049POEMS ,004, 049DISK CAT,006,U "HOMER" 049UPDATER BAS,011,U 049FGNT DAT,009, 049AUTORUN SYS,001, POETRY 049NOUNS SYS,018. 049VERBS SYS,004, 049LYERBS SYS,001, GENER. 049ADJ SYS,009, 049ADV SYS,001, 049CONJ SYS,001, 049PREPS SYS,001,

049PNOUN SYS,001, 049POET TXT,005, 049POET BAS,029, 049UTILITY TXT,003,

APRIL 87

050FORMULA BAS.027.6 OSOAUTORUN SYS,002, OSOPACEMENUBAS, 032, 050S0FT80 BAS,003,U 80 CDL. 050SDFT80 DOC,009,F 80 DOC 050LASRSTRKEXE,126,6 GET EM 050GUNSGUNSDOC,015,6 DOC FOR GUNS 050GUNSGUNSBAS,113,6 BLOWUP GUNS OSOAROGUE BAS, 125, OSOARDGUE FNT,009, OSOVIPER EXE.133.6 050CRS BAS.005. 050S0FT80 SYS,013,U OSOOHMSLAW BAS,010,P LEARN OHMS LAW 050RESONACEBAS, 021.U

APRIL 87 SIDE B

50 AUTORUM SYS,002, 50 CDBBSADVNTR,214,G TEXT ADVENTURE

MAY 87

051PACEMENUBAS,032, 051AUTORUN SYS,002, 051DSKMSTR BIN,050,U DISK FEATURES 051ELIZA BAS,076,G COMP. SHRINK 051MILDWESTBAS,064,G CATCH THE BOMB 051MAZE BIN,065,G 051BOULDERSBIN,018,G DONT GET FLAT 051INVBALL EXE,243,G PINBALL 051TRAKSTARBAS,058,G GO FOR IT

EDITOR'S NOTE

TO ALL OF THOSE WHO CONTRIBUTED AN ARTICLE FOR THIS MONTH'S ISSUE OF KEEPING P.A.C.E.

I wish to give (as a guerdon, of course) a cascaron inscribed with acroamatic adoxography with a wee bit of blandiloquence appended...perhaps a calembour or two...and present it with a gelogenic callithumpian!!

If you would like more information on this...send an article for next month. LIGHTSPEED C Reviewed by Michael Stomp Reprinted from THE ACCESS KEY, May 1987

When I became interested in a structured, compiled programming language for my 8-bit Atari, I did not find a wealth of choices. Actually, I found one: Deep Blue, an old product which was originally distributed by APX. It worked, but it lacked much.

Now there is a new product available: Lightspeed C (LC). Properly called a "Development System" by its publishers, it supplies most of what Deep Blue C lacks, with a significant improvement in speed and ease of use.

But first, a few words about what LC lacks; most notably, the extended variable types, along with structures, unions and bit fields. This lack seems to be endemic in 8-bit computers, and I suspect I will have to live with it until (and if) I decide to get a larger machine. Also, compiling to true, relocatable object code seems to be beyond the reach of small computers, and the LC compiler only produces pseudo-ML code, which runs ten times slower than machine language. But that's still several orders of magnitude faster than Basic! It will do.

Now for the extra features that LC DOES have. First, there is an Editor — a syntax-checking Editor, at that! (It's great having something to find those misplaced brackets for you!! No more trying to write C programs with Atariwriter.) Lot's of good editing functions — I won't bore you with details — plus some macros to make typing C source code easier. AND, you can compile, link and run your program right from the Editor.

Next the Compiler; when it detects an error it stops right away, returns you to the Editor and displays the

offending line! It's also fast, but more about speed later on. The compiled code is supposed to run faster than Deep Blue C, and I've seen benchmarks that indicate that it is quite a bit faster -- if you like benchmarks. I'll take their word for it. I'm more impressed by the ease of use. There's a code optimizer too, which I haven't tried out much. You don't see much improvement with the short things I've written so far; they're fast to begin with.

Another impressive part of the package is the Lightspeed DOS (LDOS) that is included. This is a command-driven DOS, much like DOSXL or SpartaDOS, but which includes in it the standard C library. This makes linking much faster when testing and debugging a program, but your compiled program will run only with LDOS. No real problem, when you are finished debugging, you just run the Linker again, and add the standard library. The resulting program will now run with any DOS. (There's an interesting side-effect with having the library in LDOS; you can call the C functions there from Action! and ML programs. There are two chapters in the manual showing how.)

Included are Ramdisk handlers for the Mosaic Ramdisk and 130XE, or any memory upgrades compatible with them. Did I mention that LDOS supports batch files? It does, and that allows you to do something pretty nice. I've set up a batch file that, upon boot-up, creates a Ramdisk as D:4, copies the Editor, Compiler, Linker and utilities onto it, and then makes D:4 the default drive.

Now you see some REAL programming speed! All your work, writing source code, compiling, testing, rewriting, etc. are done via the Ramdisk. It seems to me that the process is about as fast as with the Action! cartridge -- and that's fast.

The real power in C comes, of course, from the library, and LC has a good one. All the standard stuff, of course, plus some Atari-specific functions for graphics and players. There's a special graphics library that runs much faster than the graphics routines in the Atari OS!

There's lots more goodies too, but I'm running out of room, so you'll just have to take my word on it -- or check it out yourself. Lightspeed C is a very good product; I recommend it to you if you are interested in trying a new programming language.

Lightspeed C \$39.95 Clearstar Softechnologies 1501 Wood Ave. #36 Sumner, WASHINGTON 98390 (206) 863-8523

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WHAT'S A LINK?
by Hob Crowell
Reprinted from RHODE ISLAND
ACE Issue 4, Vol. 5

Like many of you who are reading this, I have more than one Atari 8-bit system. In my "Computer Room" two systems are set up side-by-side in an L-shaped arrangement, so by simply turning my chair, I can use either keyboard.

In my own version of 8-bit "multi-tasking" quite often one computer is booted up as a word processor and the other is booted up with EXPRESS! terminal software. As such, I can capture any text while on-line with a BBS, condense or alter it in some way in the word processor, and then re-upload it in a more polished form, all without logging off whatever BBS I was on.

Unfortunately, this has always involved a lot of disk swapping between systems; not difficult, but rather inconvenient if you do it a lot. I have always felt there was a need to be able to link two independent systems, but there has been

no way for me to accomplish it...until I created "LINK".

LINK is a relatively simple switch-box that allows me to switch ONE disk drive between TWO separate Atari 8-bit computers. Since this isn't intended as a "construction-type" article, I won't get into circuit diagrams or specific electrical precautions to take, but I will discuss what I did in more general terms. If you think you'd like to tackle the construction of a LINK, you can contact me through this newsletter, or on the RHODE ISLAND ACE BBS for more details. (RHODE ISLAND ATARI COMPUTER ENTHUSIASTS,

65 Russell Ave. East Providence, RI 02914)

I had determined some time ago that even though the standard Atari serial I/O cable has thirteen connections, only FIVE of them are used by the computer to communicate with disk drives and many other peripherals! (Data In, Data Out, Ground, 5v.+/Ready, and Command) A 5-Pol, Double-Throw switch and the proper connectors are the only things needed.

The best way for you to visualize this device would be by comparing it to the standard switchbox most of you use to connect your Atari to a TV: with that switch in one position, your computer's RF output is connected to the TV's antenna input, and you see the computer's display, with the switch in the other position, your actual Antenna (or Cable) is connected to the TV's antenna input for regular TV watching. That switchbox happens to contain a Double-Pole, Double-Throw switch to switch the two antenna wires, while the type of switchbox I'm describing now requires a t-Pole, Double-Throw switch, to switch the five wires in the serial I/O cable.

The easiest way to make my device would have been to

use three I/O cables, cutting one plug off each, and just soldering the appropriate wires at the cut ends to the switch. Then, the switched cable would plug into the drive, and the other two cables would go to their respective computers. That would have worked just fine; but I chose another route.

I happened to have an old, broken 835 modem, which had 2 I/O ports built in, and which would provide me with a snazzy case for my device at the same time. I decided to cannibalize it, totally isolate the ports, build my switch inside, and use half of an old I/O cable to connect to the drive. It actually turned out better than I'd hoped; I didn't even have to drill any new holes in the case! The switch protruded exactly where the power switch had been on the old modem, and with the addition of some stick-on letters (I covered the "Atari 835" with the word "LINK" using the press-on letters from a videocassette), it looked like a stock Atari item!

I assigned my old Atari 810 drive (set up as Drive #2 as my LINK drive, and it sits between the two systems, next to my LINK box. Now, with the switch set to the right-hand position, I can capture text on-line and save it to D2: ... then, I slide the switch to the left-hand position and load the same text into my word processor from D2: ... All without touching the disk!

By the way, since the 810 "parks" its read/write head on track 29 when not busy, I leave a disk in the drive all the time now, so LINK is always ready to go. (Some disk drives leave the head at the position where it last read or wrote, and if the drive powered up in that condition, it could "trash" the data on the disk.)

Because I already had a disk drive connected to each of the computers, it was

appropriate that I assigned the LINK drive as Drive #2, but it should be noted that this same LINK device would allow the use of a single drive between two computers WITHOUT any other drives. These days, when Atari 8-bit computers are available for \$50 or less, it might come in handy to be able to share a (relatively) more expensive disk drive! However, if you do this, I caution you that you must be VERY careful when switching between computers, since any open disk files combined with disk swapping could effectively DESTROY the data on your disks. Be forewarned!

LINK turned out to be an incredibly simple and cheap device that really makes my computing more convenient, and hence, a lot more fun! And isn't that what Home Computing is all about?

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EDITORIAL

The FCC is at it again! They have now proposed that enhanced service providers will no longer be exempt from paying interstate access charges as of January 1, 1988.

All of you who use Compuserve, Genie, Plink, Dow Jones, Telenet, Tymnet, etc., etc. will feel the crunch if this happens.

If enough people write in with comments about this, perhaps we could at least get the powers that be to soften that crunch (if not defeat the proposal).

The address is:

FCC Chairman Dennis Patrick 1919 M. St. N.W. Washington, DC 20002

Also...please send letters (pro and con) to me so that we may have discussion of this in our newsletter. THIS IS AN IMPORTANT ISSUE.

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The Pittsburgh Atari Computer Enthusiasts (P.A.C.E.) is the largest Atari Users Group in the Pittsburgh area and was founded in August, 1981 to help Atari computer users. P.A.C.E., a non-profit organization, has members in and around the greater Pittsburgh area and all over the country.

We meet once every month at the Green Tree Marriott Hotel, usually on the second Monday of the month, at 7:00 p.m. At the meetings we discuss subjects ranging from new products being introduced to new uses for old products. Members are encouraged to raise any problems they may be having (to which solutions are often found!), and to inform the others of any new discovery they may have made. The meetings are often lively and entertaining as well as educational. Typically, the presentations and demonstrations at the monthly meetings are provided by our members willing to share their experiences, however, sometimes we have representatives from companies that provide products and services applicable to the Atari Computer.

In addition to the regular monthly meeting the ST Special Interest Group (ST SIG) meets monthly to exchange information, ideas and public domain software specifically relating to the new Atari 520ST and 1040ST computers. P.A.C.E. periodically holds classes on various subjects ranging from language tutorials to assistance in the operation of various pieces of Atari related hardware and software. In addition, when we identify products of interest to many of our members we may negotiate a group purchase to pass on the lower cost to our members.

In addition to monthly meetings at the Green Tree Marriott, P.A.C.E. also sends out monthly newsletters to its members, other users groups across the country, and various magazines and manufacturers of Atari-compatible software and hardware. These newsletters contain news, reviews, and help with problems our members are having. Keeping PACE is considered to be one of the better newsletters in the national users group community.

We also maintain, on a 24 hour a day basis, an electronic Bulletin Board System (BBS) open to all. This Bulletin Board is accessable to 300 or 1200 baud modems, at 412-963-1355. In addition to up-to-date "Bulletins", the P.A.C.E. BBS also has user to user messages and a large selection of Public Domain software developed by our members and those of other user groups for the Atari computers.

The programs available on the BBS are just part of the Library of public programs the club has. Numbered (conservatively) at over 1000 different programs, this library contains games, word processors, communications programs, and various utilities and documentation files. Available to members at the meetings for a nominal fee, this software has helped many members since these programs range from small, simple utilities to full power programs that rival commercial software in their abilities, but not their cost.

We invite you to learn more about us. Feel free to drop by one of our meetings. If you would like further information about the club, or a complimentary newsletter, you can call our Bulletin Board and leave a message or write to P.A.C.E. at the following address:

Keeping PACE/P.A.C.E. (C) PACE 1986

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